

NEW PUZZLES ON KNIGHT-GRAPHABLE WORDS

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In a previous article [1] we examined some properties of knight-graphable words. A word is *knight-graphable* (NG) if the distinct letters of the alphabet used in the word can be placed on separate squares of an arbitrarily large chessboard such that a chess knight can spell out the word by starting on the square labelled with the word's first letter and making a series of knight's moves to the successive letters in the word. Note that the word is allowed to contain repeated runs of the same letter; the knight simply stays put for a "move" from a letter to itself. For example, UNDISGUISED is an NG word, as shown by this chessboard labelling:

		U		
I				G
		S	N	
	D			
			E	

In this article we will discuss two new challenges involving knight-graphable words.

Puzzle #1: Maximum Word-Capturing Alphabet Layout

This puzzle is easy to state but not so simple to solve. Place each of the 26 letters of the alphabet on a different square of an infinite chessboard in any arrangement you wish. Now count up how many words can be spelled by a square-hopping chess knight, where for each word you can start on any letter and use any sequence of knight moves to spell the word. Which arrangement of the alphabet maximizes the number of words that can be spelled by a knight (i.e., maximizes the number of NG words contained in the grid)?

To make this puzzle precise we have to decide on a list of valid words. We decided to use the second edition of the North American Scrabble *Tournament and Club Word List*, a word list known as TWL06, as our arbiter. How many of the 178,691 words in this list (of which only 101,702 are knight-graphable) can we spell from a single arrangement of letters using knight's moves?

This is one of those puzzles where computer assistance helps greatly, but even with a computer this is a difficult problem. The number of possible arrangements, even if we impose some restrictions such as requiring the arrangement to be completely connected with no isolated letters, is much too large to exhaustively check every one. So some kind of heuristic must be employed.

We chose to use a "hill-climbing" strategy. Generally speaking, a hill-climbing algorithm starts from some configuration (say, a completely random assignment of letters to squares of the chessboard) and continually tries to improve it via small "tweaks". A small change to the arrangement is examined to

see if it is better, and if so then this new arrangement is accepted and the process is repeated. In the application at hand we defined a tweak to be randomly choosing an integer n between 1 and 6 and then doing this n times: pick a pair of squares on the chessboard at random (with at least one of the two squares containing a letter) and swap the contents of those squares. A hill-climbing strategy must also contain a “restart clause”: if we’ve tried to tweak the current solution M times in a row unsuccessfully, then we give up and start over from another random arrangement. We used $M = 100,000$.

We ran this algorithm for about eight hours and noticed that many of the high-scoring grids contained a construction like this:

	c		c	
c				c
v		E		v
c				c
	c		c	
	v		v	

Where E is the letter E, the four squares marked “v” contain the other vowels A,I,O,U in some order, and the common consonants T,N,R,S,D occupy five of the “c” squares, which puts them one step away from the E, providing (among other things) the useful prefix RE- and the suffixes -EN, -ER, -ES, and -ED. So we changed our program to always include a pattern like this in the starting arrangement and let it run for about 12 hours. The highest-scoring grid that we found is this one,

	H		P		N		X	
J		W	G	M	Y	V		
		O		E		I		
		R		L		D		Z
	C		S		T		F	
			A		U			
		K						
		Q		B				

which can be used to spell 1478 TWL06 words (14.5% of all the NG words available):

aa aal aalii aargh aarrgh aarrghh ab aba abaca aback abate abated abater abates abating abba abuse abused abuser abuses acock al ala alack alar alate alated alates alif aline alined aliner alines alining alit aliterate aliterates all alliterate alliterated alliterates alliterating allocate allocated allocates allocating allude alluded alludes ally allyl alula alular ar are arene arenes arenite arenites are arete aretes argling arrack arracks at atabal ate ates att attack attacks attar ba baa baal baalim baba babu babul babus bacca baccara baccarat baccate baccated back backs backset bal balata baling ball balling bally bar bare bared bareness barenesses barer bares barrack barracks barrater barre barred barren barrener barrenness barrennesses barres barret barrette barrettes bat bate bated bates bating batt batted batten battened battener battening batter battered batterer battiness battinesses batting bub bubal bubaline bubba bubu bubus bud budded budder buddy buff buffi buffing bull bulla bullate bulling bullock bullocks bully bus bused buses busk busks buss bussed busses cab cabal cabala caballing cabaret cabbala caca calif calix call calla callaloo callaloes calling callose calloses callus callused calluses calo calos calyx car caracal caracara carack caracks caracol caracoling caracolling carat carate carates care cared careen careened careener careening career careered careerer carer cares caress caressed caresser caresses caret carr carrack carracks cat catalo catalos cate cater catered caterer cateress cateresses cates cattalo cattalos catted cattily cattiness cattinesses catting coca coccal cock cocks coco cocos coho cohos col cola colin collar collared

[illegible]

weening weep weeper weepy weer wees weet weeted weeting weever weewee weeweet weeweet ween were wet wetted wetter wetting xi
xylol xylose xyloses xylol zill zin zine zines zing zit ziti zizit zzz

Even though our program allows the arrangement to spread out quite a bit during the search, the best arrangements we found tend to be densely packed. This is not unexpected: densely-packed arrangements lead to a larger number of different letter pairs connected by knight's moves, which in turn usually leads to more words. Our best solution shown above fits in a 9x8 rectangle; since the standard chessboard is 8x8 it is interesting to seek the best arrangement for that size. The best we found scores just one point less (1477 words):

H		P		N		X	
	W	G	M	Y	V		
	O		E		I		
	R		L		D		Z
C		S		T		F	
		A		U			
J	K						
	Q		B				

This was obtained from the previous solution by removing the left column and relocating the J to be knight-adjacent to the vowel A instead of the O. This causes the 12 JO- words in the above list to be replaced by these 11 JA words:

ajar jab jacal jack jacks jalop jaloppy jalopy jar jarred raja

We think that both our 9x8 and 8x8 arrangements are pretty good but we really have no idea how close to the truly optimal solutions they are, so the reader is challenged to try improving on them. Although hill-climbing is often surprisingly effective, perhaps a completely different strategy would work better.

What about even smaller grids? Our best 7x7 was obtained by lopping off the right column and bottom row from the 8x8, relocating the B,Q,Z at random, then hill-climbing from there. It has 1446 words.

H		P		N		F
	D	G	M	Y	V	
	O		E		I	X
	R	U	L		W	
C		S		T		Z
	J	A				
Q	K			B		

For smaller square grids (6x6 and 5x5) we used random starting arrangements with E placed near the center followed by hill climbing. In the 5x5 grid there are no unoccupied squares and one letter of the alphabet has to be left out. Here are our best 6x6 and 5x5 grids:

	J	I	Z		
M	Y	F		N	K
	T	O	L	Q	V
B	U	X	E	C	G
	D	A	H		W
P		S		R	

1377 words

J	P	Z	T	H
D	I	C	Y	V
O	X	E	M	A
N	U	L	K	W
F	S	G	R	B

1155 words

Puzzle #2: Longest Knight-Graphable String in a Published Work

A well-known word recreation is to scan published texts for strings of letters that possess a certain logological property, such as being heteroliteral text, a pangram, or a pi mnemonic. So, in this vein, we can look for knight-graphable strings of text (or *knight's-move text*) in published works.

In a 1998 *Word Ways* article [2], Ross Eckler discusses the queen's-move variant of this question, and reports that the first 39 letters of the Gettysburg Address ("Fourscore and seven years ago our fathers brou") can be spelled out by a chess queen on a suitably labelled board. (Note that in queen's-move text the squares passed over by the queen on each move must be empty.) We think it is a new result that this can be improved to 40 letters (up to "broug") with the board shown below. We also determined by exhaustive search that 41 letters is impossible.

					H
		V	D		
	B	S	E	N	
		R	A	Y	
C	O		F		
	G	U			T

Knight's-move text fares much less well in Gettysburg, with only the first six letters (FOURSC) being traversable by a chess knight. Adding one more letter to give FOURSCO causes the underlying graph to have a 5-cycle (OURSCO) and, as we discussed in our previous article on NG words, an odd-length cycle makes knight-graphing impossible.

To find longer examples of knight's-move text we searched the entire contents of the 2010 Project Gutenberg DVD, which contains about 30,000 books.. For every starting position in each text we tested every window length up to the first non-NG length. This is quite computationally intensive, because each of the typically 100,000+ trial strings in a single book involves an exhaustive search of all possible board labellings until we either find one that works or determine that there is none. However, with some optimizations we were able to search all 30,000 books in a reasonable amount of time.

As often happens when looking for long strings of running text that satisfy a certain constraint, all of the longest examples of knight's-move text that we found have a fair amount, and sometimes an

inordinant amount, of repetition. We rejected outright any strings with severe repetition but decided to allow some repeated words or phrases as long as they satisfied our vague aesthetic notion of acceptable. The longest knight-graphable text that we found (allowing some, but not too much, word repetition) has 50 letters, and is from Thomas Huxley's *Collected Essays* (published 1893-94), volume 3 (*Science and Education*), section 10 (*On The Study Of Biology*):

“...they can name [**the muscles of the dog by the names of the muscles of the man, an**]d the nerves of the dog by those of the nerves of the man...”

					Y	
		F		G		
			M	T	D	B
	U	L	O		A	H
C				E		
		S				N

We consider the next example, from Emanuel Swedenborg's *The Delights of Wisdom Pertaining to Conjugal Love*, to be one of the best. It is 46 letters long and includes 22 different letters of the alphabet (only K,Q,X,Z are missing). It does have one repeated word (“the”), however.

“...those who do not love their wives turn themselves away from them, and in the day-time regar**[d them with aversion. By the reception of the conjugal s]phere** by the husband...”

	G	C				
W	V			O	P	
U		I	E			F
A	M		N	T	R	
	J	H	S		B	D
	L		Y			

The longest knight's-move string we found with no repeated words is from Robert Browning's poem *The Pied Piper of Hamelin*. It is 44 letters long, contains 20 different letters of the alphabet and fits on a tiny 6x5 board. It is also nice that it starts and ends on a word boundary and ends on a line boundary.

“Rouse up, sirs! Give **your brains a racking**
To find the remedy we're lacking.”

	K	D	U	M	
Y	R		I	T	
C	N	O	E		
B	W	A	G	F	H
S				L	

References

- [1] Tristan Miller and Mike Keith, “Knight-Graphable Words”, *Word Ways*, 48(1), February 2015.
- [2] A. Ross Eckler, “Queen's-Move Text”, *Word Ways*, 31(3), August 1998.